

**VIRTUAL ~~REALITY~~ ENCOUNTERS**

**ABSTRACT**

A virtual reality encounter system includes motion sensors positioned on a human user. The motion sensors send  
5 motion signals corresponding to movements of the user as detected by the motion sensors relative to a reference point, the motion signals are transmitted over a communications network. The system also includes a humanoid robot, receiving, from the communications network, the motion signals  
10 to induce movement of the robot according to movement of the human user.